

reality
blurs

RAVAGED EARTH



THE WORLD OF HIGH-POWERED PULP



TABLE OF CONTENTS

A Few Brief Words

Like many of you, I've been a long time lover of pulp. Whether you're talking about the original, old school printed stuff, the classic black and white cliffhangers, or the migration of pulpy goodness into film and video games, I'm pretty much there. Tarzan, Buck Rogers, Lara Croft, Indiana Jones, and even newcomer Nathan Drake, I love 'em all. Fortunately I'm not alone in this. When I discovered *Savage Worlds*, I could see in an instant that it was perfectly suited for pulp. Heck, one of the first adventures I ever played in *Savage Worlds* was *Eye of Kilquato*. Not long after I became a licensee, I had sketched out some ideas for a pulp setting way back in 2004. I haven't had a chance to revisit those steamy jungles and over-the-top adventures again until *Ravaged Earth*. You see, Eric has been working on this setting for a long time and, like the hobo, it's been working its way up and down the rail lines trying to find a home. I got in contact with Eric and we took this diamond in the rough, polished it up a bit here and there, and now present it to you in its shiny, new form.

While having its roots in pulp, *Ravaged Earth* possesses an underlying logic. You'll find a sensibility that engages both the realistic gamer as well as the cinematic gamer. This logic, as you read and explore the world, manages to make sense of all those traditional pulp conventions and puts them a bit off kilter. As you read through these pages, I'm sure your mind will be brimming with the directions you can take your adventures. If *Savage Worlds* is your sandbox for any genre, give *Ravaged Earth* an opportunity to be your pulp playground.

Ravaged Earth has been a long time coming. We think it's been worth the wait. Now go get *Ravaged*!

Regards,

SEAN PRESTON

Sean Preston

President, Reality Blurs

Welcome to Ravaged Earth	1
In the Blink of an Eye	1
Ravaged Earth, 1936	2
The World Writ Large	2
The Underlying Darkness	4
Archetypes	4
Making Ravaged Heroes	8
Defining Interests	9
Hindrances	11
Ravaged Edges	12
Knacks	20
Gear	22
Transportation	31
Setting Rules	36
Arcane Backgrounds	38
Detailed Archetypes	44
The History of Ravaged Earth	54
Pulpspeak: Street Talk	78
<hr/>	
Game Master's Section	81
Role of the GM	83
Creating Ravaged Tales	84
The Supporting Elements of Pulp	86
Hazards	88
Trustworthy Allies	92
The Element of Surprise	92
Ravaged Adventuring	93
Reading for the Ravaged GM	95
Putting it All Together	97
Randomatic Adventure Generator	102
Behind the Veil	106
The Rest of the World	110
The Puppet Masters	116
Archetypes, Allies, and Bad Guys	120
Introductory Adventure: Rattle and Hum	132



GEAR AND EQUIPMENT

Now that you've created your character, you need to supply him with a few things before sending him off in search of adventure. We've included several lists that describe most of the items your hero will need to survive the Ravaged Earth. The GM is encouraged to expand these lists as necessary.

The two Tong thugs stood over the battered body and smiled toothy grins.

The Gallant Ghost, his mask bloody and his fedora rumpled, clutched his gut. They had caught him off guard and laid quite a beating into him...if he could only reach his sword.

"We finish job now," one thug said, deftly producing a switchblade from somewhere within his silken suit. "Then there be no more Ghost."

"I get hat!" said the other.

"No! I kill. I get hat. You get cloak."

"Stop you fools!" a bellowing voice commanded.

The two men froze, bowed deeply, and quickly stepped aside as the wizened figure glided past them, his feet floating several inches above the blood-soaked ground. While he appeared as an elderly oriental in deep green silk robes, the power that his frail form contained made the Ghost's hair on stand on end. He stroked his mustache for a moment and then whirled toward his henchmen, the golden dragons embroidered on his robes flaring to attack.

"Leave my presence at once! I shall take care of this one." Bowing once again, the lackeys quickly vanished into the darkness.

"The Gallant Ghost. What an unexpected surprise. I thought you were dead."

"The first of many mistakes, Jade Dragon," said the Ghost, pulling himself off the pavement. "Your enforcers in Los Angeles were less than helpful, but I got the information I needed out of them and that led me to here to San Francisco."

"What a pity you came such a long way just to die," the Jade Dragon said.

"If I had a nickel for every time someone threatened to kill me," said the bleeding hero, his eyes focusing on his nemesis, "I'd be able to hire someone to bust heads for me. I saw what you're importing

in that warehouse. Do you really think it's worth turning every Chinatown on the California coast into a battlefield just to reestablish a dead dynasty?"

"You think you are so superior. Don't you?! Soon that will change, for when I acquire the Emperor's Heart the Celestial Empire will rise again!"

With a well-practiced motion, the Gallant Ghost kicked his blade into his hand and deftly thrust it through the silk robes of his adversary. The old man looked down at his wound and smiled. He moved his wizened hands in a strange, rhythmic motion, summoning a ball of glowing white energy.

"And now, my foolish Ghost," said the Jade Dragon, "let me teach you the error of your ways."

The Ghost looked up and grinned as he reached for his utility belt. "Good thing I went by Harry's Pawn Shop first!"

ECONOMICS 101

When dealing with prices, just keep in mind that an item will normally cost around 10% of its modern-day equivalent; however, the GM should feel free to vary this as common sense dictates (for example: guns in a remote North African village may cost much more than their listed price). A simple rule of thumb is an American dollar in Ravaged Earth is worth about 10 times that of a real U.S. dollar. Just keep it close and keep things moving.

DOLLARS, POUNDS AND REICHSMARKS

Money is hard to come by. In America, the legal currency is dollars and cents. In Great Britain, they use pounds and pence. Germany uses reichsmarks. Italy has the lira. Well, you get the idea. To keep things simple just assume all monetary amounts are equal and tack on the appropriate currency type (e.g, a \$25 item in the United States will cost 25 in Great Britain). We realize that this is not very accurate; however, it does keep the focus on the heroes rather than the things that they buy, and in the end, especially in the pulps, money plays a relatively minor role. For those of you that demand a bit more accuracy, check out ***The American Dollar Abroad*** on the next page.



MASKED AVENGER

As a kid, you thrived on a steady diet of Coca-cola and comic books. At least until Martian Attack came out, the red, red soda with the power of Aetherium! You drank it and hoped and prayed you'd become Ravaged, like your hero, the Aether. You never did. One day, after school, you saw an older kid picking on a few younger ones. You broke it up. Two days later, the kid came back with his friends and took you to an alley and left you battered and bruised, going so far as to smash a Martian Attack over your head, leaving you covered in soda in a pile of trash. You passed out and woke up sometime after sunset. You were wet and sticky, but you didn't have bruises or cuts. Your dream had come true. You were one of the Ravaged and you learned a valuable lesson you keep to this day. Keep your identity hidden from evildoers at all costs.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Pace: 6", **Parry:** 6, **Toughness:** 5

Skills: Fighting d8, Guts d6, Intimidation d8, Investigation d6, Shooting d6, Stealth d6, Streetwise d4

Defining Interests: City Knowledge (New York), Disguise, Oratory

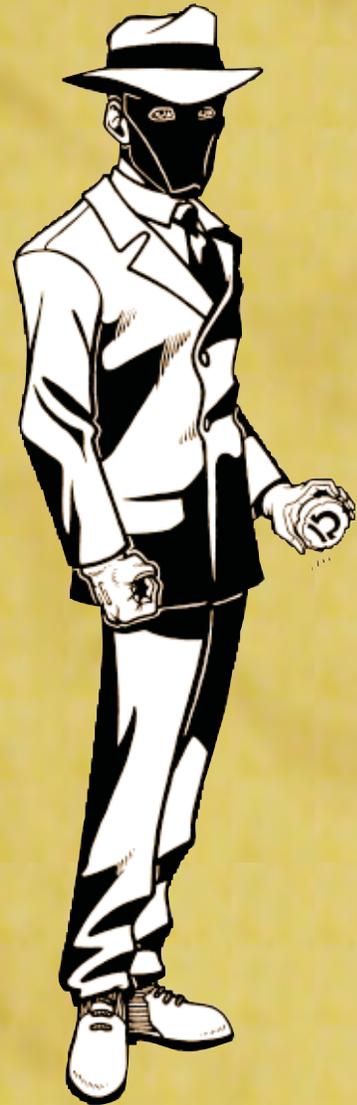
Languages: English

Hindrances: Dark Secret, Loyal, Enemy (various thugs and villains want your hero dead)

Edges: Back Alley Scrapper, Two-Fisted

Knack: Catchphrase, "Martian Attack!"

Gear & Equipment: Fedora, dark suit, black mask, grappling hook, two Colt Service pistols (.45), ammo, signal decoder ring, \$107.



Quote: "Am I a cop? Nope. Just a concerned citizen."

Should your group start off with the Pulp Action option, incorporate these advances into your character and you're ready to begin your career at Seasoned (20 xp).

Seasoned

Increased Attribute: Spirit d8

Increased Skills: Shooting d8, Stealth d8,

Increased Skills: Investigation d8, Streetwise d6

New Edge: Alternate Identities



THE HISTORY OF RAVAGED EARTH

The Ravaging

In 1898, the Martians destroyed over twenty percent of our planet, doing untold damage and unalterably changing the future of humanity forever in what is now historically called the Red War. The world unified to rebuild itself and we entered a golden age of peace.

The End of Peace

In 1914, the Great War broke out and lasted until 1918. A lot of good men died. This war made the Ravaging seem all the more unreal.

Rise of the Ravaged

In 1920, a few Ravaged began to surface, but not many. Scientists sought them out for experimentation and research, while governments took them away from their families and their lives never to be seen again. Within six months, few Ravaged surfaced, but there was a sudden rise in vigilante justice.

Enter the Aether

In 1930, the first named caped crusader took to the street to address a rise in crime and the new criminal element. Calling himself the Aether, he wore a black suit, a face mask, a fedora, and brandished two pistols he called Law and Order. He was nearly captured in 1932, but is believed to have met his demise at the hands of the nefarious Dr. Millenium. His last words were, "You cannot kill the Aether!"

Ravaged Earth Today

The year is 1936. Thirty-eight years have passed since we nearly fell to the Martian empire and learned that we were not alone in the universe. However, for most of us, earning enough money to feed our families is a greater concern than any alien threat. Humanity, despite the short term and obvious effects of the Ravaging, is short-sighted and resilient and more focused on day to day survival.

THE NEW YORK CHRONICLE

SOME SAY A SECOND RED WAR IMMINENT RAVAGED VILLAINS ON THE RISE THE AFTERMATH OF THE AETHER

Why so glum, chum? You made it this far and you're still kicking. We're in a brave new world and I, for one, am as happy as a clam. Sure, there's a lot of weird stuff going on for those hero types, but it affords me an awful lot of adventure and if you're not in this grand, old world for kicks, then you might as well lie down and throw dirt on yourself. Red dirt at that. Let me give you the skinny, like my editor asked. Why you? Well, I think we both know why Margo N. Monroe, the most distinguished reporter for the NYC, that's NY Chronicle, not city, you dunce, would be sent to meet the likes of you. You're Ravaged. Aren't you? Okay. You don't have to say. Heck. If I were one of you, I wouldn't say a thing. Mum's the word. But, what a story that'd make.

Unless you live under a rock, spend your days in the jungle, or spend your life at the bottom of the ocean in some crazy ship like that Nemo fellow, you probably have some handle on what's going on these days. Some say the world's gone crazy after that invasion. If there was an invasion. I'm from Missouri and they'll have to show me. I've seen some crazy stuff and one explanation is as good as another. I'll tell you what I know and maybe you can make some sense of it all.

Yes. I know it really happened, but it makes me feel better to pretend that it didn't. Deep breaths, Margo. That's a girl. Our story begins Thirty-eight years ago on a Wednesday. Why Wednesday? Well, for me, that's the worse day of the week, so it had to be a Wednesday.

It all started with the most beautiful meteor shower that anyone had ever seen. Gorgeous, silver lights with bits of Christmas tinsel streaming behind them. What I'm getting at, the words I'm trying to avoid, is this. Our story begins with the ignorant inhabitants of our world clapping and cheering as the Martians invaded Earth.



REALITY BLURS

**PLEASE CHECK OUT ALL OF OUR
FINE PRODUCTS AVAILABLE IN BOTH PRINT AND PDF.**

FOR SAVAGE WORLDS

SETTING BOOKS

RAVAGED EARTH: THE WORLD OF HIGH POWERED PULP
RUNEPUNK: STEAM AND SHADOW

ADVENTURES

AGENTS OF OBLIVION: STARFALL JUNGLE
IRON DYNASTY: JOURNEY TO RED TEMPLE

SUPPLEMENTS

POWERS & PERILS #1: ORWELL INDUSTRIES

FOR TRUE20

SETTING BOOKS

MECHAGENESIS: THE TRUE20 ROBOTIC ROLEPLAY SOURCEBOOK

ADVENTURES

AGENTS OF OBLIVION: STARFALL JUNGLE

SUPPLEMENTS

GEARCRAFT: THE TRUE20 STEAMPUNK SOURCEBOOK

FOR M&M SUPERLINK

POWERS & PERILS #1: ORWELL INDUSTRIES

KEEP AN EYE OUT FOR WHAT'S IN THE WORKS!

FOR SAVAGE WORLDS

IRON DYNASTY: SINS OF THE SAMURAI
REALMS OF CTHULHU: CAMPAIGN SETTING BOOK

FOR RUNEPUNK

BLOODFROST
CLOCKWORK DRAGON
DARKSUMMER NIGHTS

FOR SHOWDOWN

IRON DYNASTY: ART OF WAR

FOR TRUE20

RUNEPUNK: STEAM AND SHADOW
RAVAGED EARTH: THE WORLD OF HIGH POWERED PULP
AGENTS OF OBLIVION: THE AGENCY HANDBOOK

*IF YOU CAN'T FIND OUR BOOKS AT YOUR STORE, WHY NOT?
HAVE YOUR FLGS ORDER THEM FROM STUDIO2 PUBLISHING TODAY.
VISIT OUR WEBSITE REGULARLY @ REALITYBLURS.COM FOR FREEBIES AND UPDATES!*





RAVAGED EARTH

Mars Attacks!

The War of the Worlds was only the beginning. In the wake of the alien invasion of 1898, the Martian metal, Aetherium, has greatly advanced the boundaries of science. Little did we know what the long term effects of exposure to it would be...

Rise of the Ravaged

The year is now 1936. The Red War happened nearly 40 years ago and everything has changed. The cinematic world of the screen has bled into the streets and lines have been drawn as crisply as black and white. Secret societies struggle for control of the world. Masked avengers oppose them with eldritch words and Tommy guns. Fantastic treasures have been discovered in vine-laden ruins and tales cross the globe hinting at more.

You have felt Destiny's Call. Ready to get Ravaged?

New Edges and Hindrances help you craft a unique pulp hero.
 Defining Interests help you easily get a handle on your character.
 Simple setting rules clearly define exactly what it means to be Ravaged.
 An in-depth overview gets you quickly familiar with the world.
 PulpSpeak helps you learn the latest street lingo in no time.

Example archetypes let you leap into the action right away!

In the GM's section, you'll learn details of Ravaged Earth including info on some of the more powerful villains, secret societies, and exotic locations. Guidelines help you design villains and tales that feel immediately part of the world, while the Randomatic Adventure Generator is standing by to help get those creative juices flowing.

Rattle and Hum, an introductory adventure, is included!

Ravaged Earth is an open-ended game setting. All you need, besides this, are a few friends, some dice, some cards, and a copy of Savage Worlds to play.